The following Listing of Claims will replace all prior versions, and listings, of claims in the application.

LISTING OF CLAIMS:

1. (Currently Amended) An image display control program for displaying a plurality of objects on a display unit of a video game device from a plurality of angles, the image display control program comprising ~~causing a video game device to perform~~:

an operation reception function which causes the video game device to receive ~~receives~~ an operation from an operator via an operation unit;

a camera viewpoint movement function which causes a camera viewpoint to move, in accordance with the operation received by the operation reception function, with respect to a reference point ~~that is a point~~ on a straight line linking a first object and a second object among the plurality of objects; and

a camera image display control function which causes at least one of the images of the first and second objects to be displayed on the display unit from the camera viewpoint that was moved by means of the camera viewpoint movement function.

2. (Original) The image display control program disclosed in claim 1, wherein the operation reception function determines a tilt direction of the operation unit; and

the camera viewpoint movement function causes the camera viewpoint to move in a circle around the reference point, and in accordance with an angle corresponding to the tilt direction determined by the operation reception function.

3. (Currently Amended) The image display control program disclosed in claims 1 ~~or 2~~, wherein the operation reception function receives a camera viewpoint height operation from the operator that adjust the height of the camera viewpoint; and

the camera viewpoint movement function causes the camera viewpoint to move to a height based upon the camera viewpoint height operation received by the operation reception function.

4. (Currently Amended) An image display control program for displaying a plurality of objects on a display unit of a video game device from a plurality of angles, the image display control program comprising ~~causing a video game device to perform~~:

an operation reception function which causes the video game device to receive ~~receives~~ an operation from an operator via an operation unit;

a camera viewpoint movement function that causes a camera viewpoint to rotatively move, in accordance with the operation received by the operation reception function, around a reference point ~~that is a point~~ on a straight line linking a first object and a second object among the plurality of objects; and

a camera image display control function that causes at least one of the first and second objects to be displayed on the display unit as seen from the camera viewpoint that was moved by means of the camera viewpoint movement function.

5. (Currently Amended) An image display control method which displays a plurality of objects on a display unit of a video game device from a plurality of angles, comprising the steps of:

receiving an operation in a video game device from an operator via an operation unit;

moving a camera viewpoint, in accordance with the operations received in the operation reception step, with respect to a reference point ~~that is a point~~ on a straight line linking a first object and a second object among the plurality of objects; and

displaying on the display unit of the video game device at least one of the images of the first and second objects from the camera viewpoint moved in the camera viewpoint movement step.

6. (Currently Amended) An image display control device which displays a plurality of objects on a display unit from a plurality of angles, comprising:

an operation reception means which receives an operation from an operator via an operation unit;

a camera viewpoint movement means that causes a camera viewpoint to move, in accordance with the operation received by the operation reception means, with respect to a reference point ~~that is a point~~ on a straight line linking a first object and a second object among the plurality of objects; and

a camera image display control means that causes at least one of the first and second objects to be displayed on the display unit from the camera viewpoint that was moved by means of the camera viewpoint movement means.